

RESPONSE TO OFFICE ACTION (ROA-2)

SERIAL NO.: 09/203,696; APPLICANT: Yasuyuki Sekine; AU 3711

EXAMINER: Collins, D.; ATTY. DKT.: RM.HPK; FILED: December 10, 1998

a display portion having a winning line, the display portion providing moving and stopped indications of a plurality of symbols, a preselected one of the plurality of symbols being correlated to an associated one of the plurality of predetermined game states;

91 a display element viewable in said display portion for presenting the plurality of symbols in a predetermined display sequence at a determined display rate during the moving indication that is sufficiently fast that a player will not readily distinguish a singular presentation of any of the plurality of symbols, the preselected one of the plurality of symbols being presented twice in succession in the predetermined display sequence so as to be distinguishable by the player at the determined display rate during the moving indication; and

a player-actuatable stop arrangement for enabling the player to initiate a stop indication of the predetermined display sequence in response to the player distinguishing the preselected one of the plurality of symbols, whereby one of the plurality of symbols will be stopped on the winning line of the display portion.

92 4. (Four Times Amended) The gaming machine according to claim 11, wherein there are further provided second and third display elements viewable in said display portion for presenting display sequences of respective second and third pluralities of symbols in respective predetermined display sequences at respective determined display rates that are sufficiently fast that the player will not readily distinguish a singular presentation of any of the symbols, preselected second and third symbols of respectively associated ones of said second and third pluralities of symbols are each correlated to a respective associated one of the second and third ones of the plurality of game states,